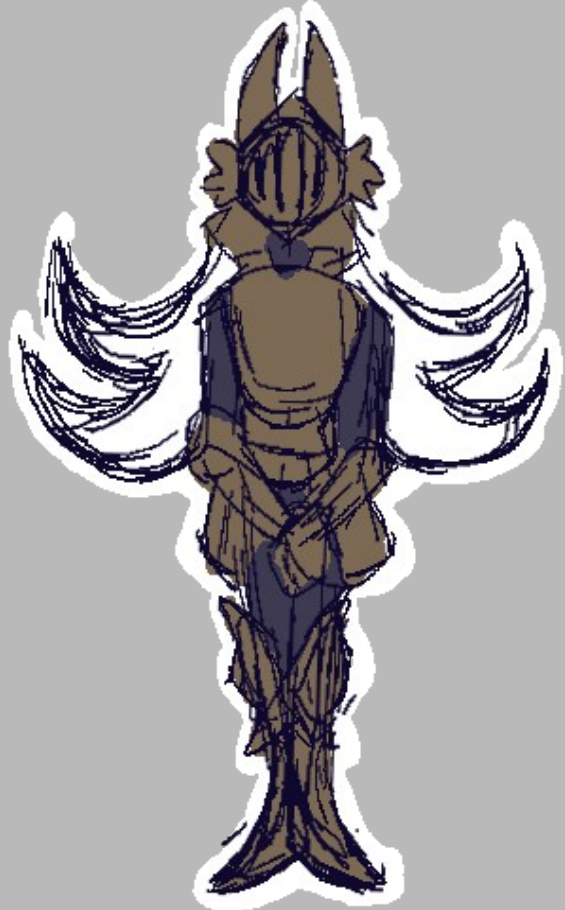




Characters



"Four"

Our protagonist, loyal to a fault, he nearly fell in battle to defend his King and now awakens from his restorative slumber to find the castle in near ruin. Worried for his King's safety, he sets off at once to find him.

EXTRA: These experiments, the amalgamate, the state of the village he once defended. Are these all truly The King's doing? Surely not? "Four" now seeks an audience with his King, for him to disprove all these falsehoods and set things right.

Characters

"One"

The eldest and most loyal of the knights. They knew the most of the experiments The King was performing and what would come of them but would never tell, would never break The King's trust like that. He trusted them with this information after all.



"Two"

She wized up to what The King was really doing after "Three" disappeared and destroyed the exit to the castle. She still guards the hall to this day, hoping one day that he will die in that courtyard. She would never open the door to check though, as not to risk him destroying more than he already has.



Characters

"Three"

They disappeared shortly after "Four" was placed in a restorative sleep. Only "One" really knows where they went.



The King

A brilliant mind, some have said. His experiments once caused his kingdom to thrive and have since been rumoured to be the cause of its ruin.

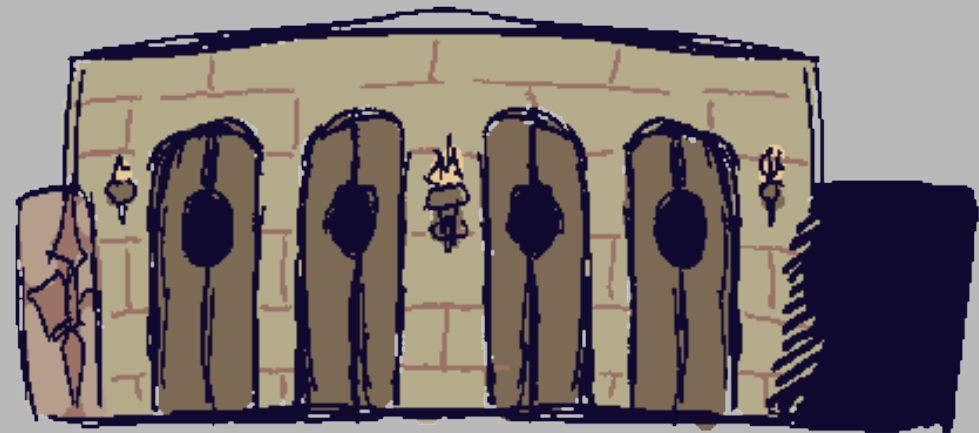


Locations

The Guard's Room

A small room in-between the Main Hall and the entrance to the Courtyard. The only things of note are the Knight's restorative chambers and the locked door to the Courtyard.

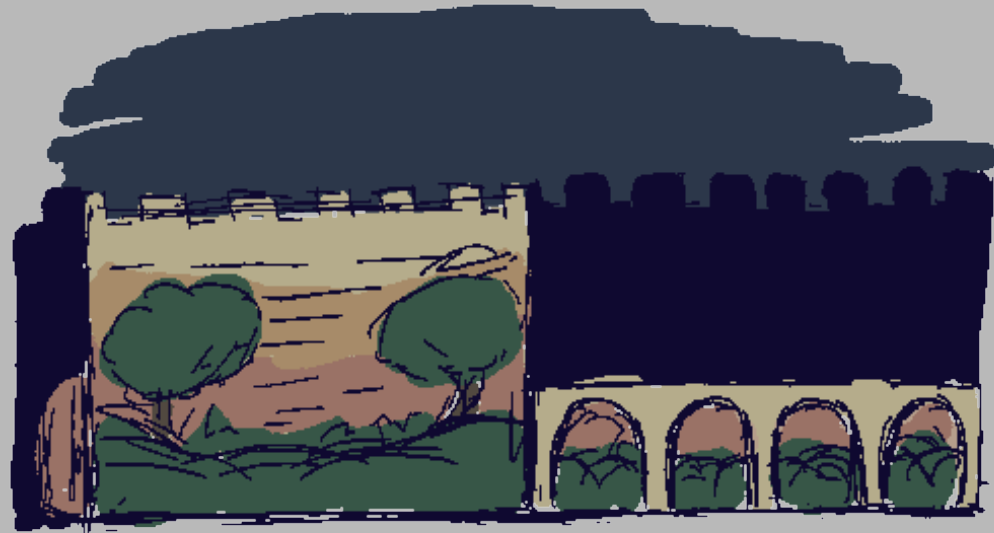
The Courtyard door is locked with Four keys, forged by The King and entrusted to his Knights.



Locations

The Courtyard

Also known as the Throne Room. The many shrubberies and flowers have been carefully looked after and grown to perfection. They now seem to be able to endure anything. Near the end of the Courtyard is The King's throne.





creative

The Main hall

The entrance to the car
extravagant, extra car
taken to ensure guest
nor hide of any of

Moveset

D-Pad to move

B to Jump

Double-tap left or right on the D-Pad
to Dash in that direction

Tap B again while in mid-air to Double
Jump

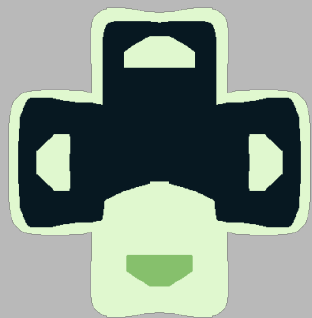
Movement



Moveset

Press A and any direction on the D-Pad to Attack in that direction

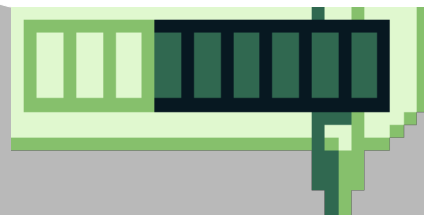
Attacking down provides a small boost!

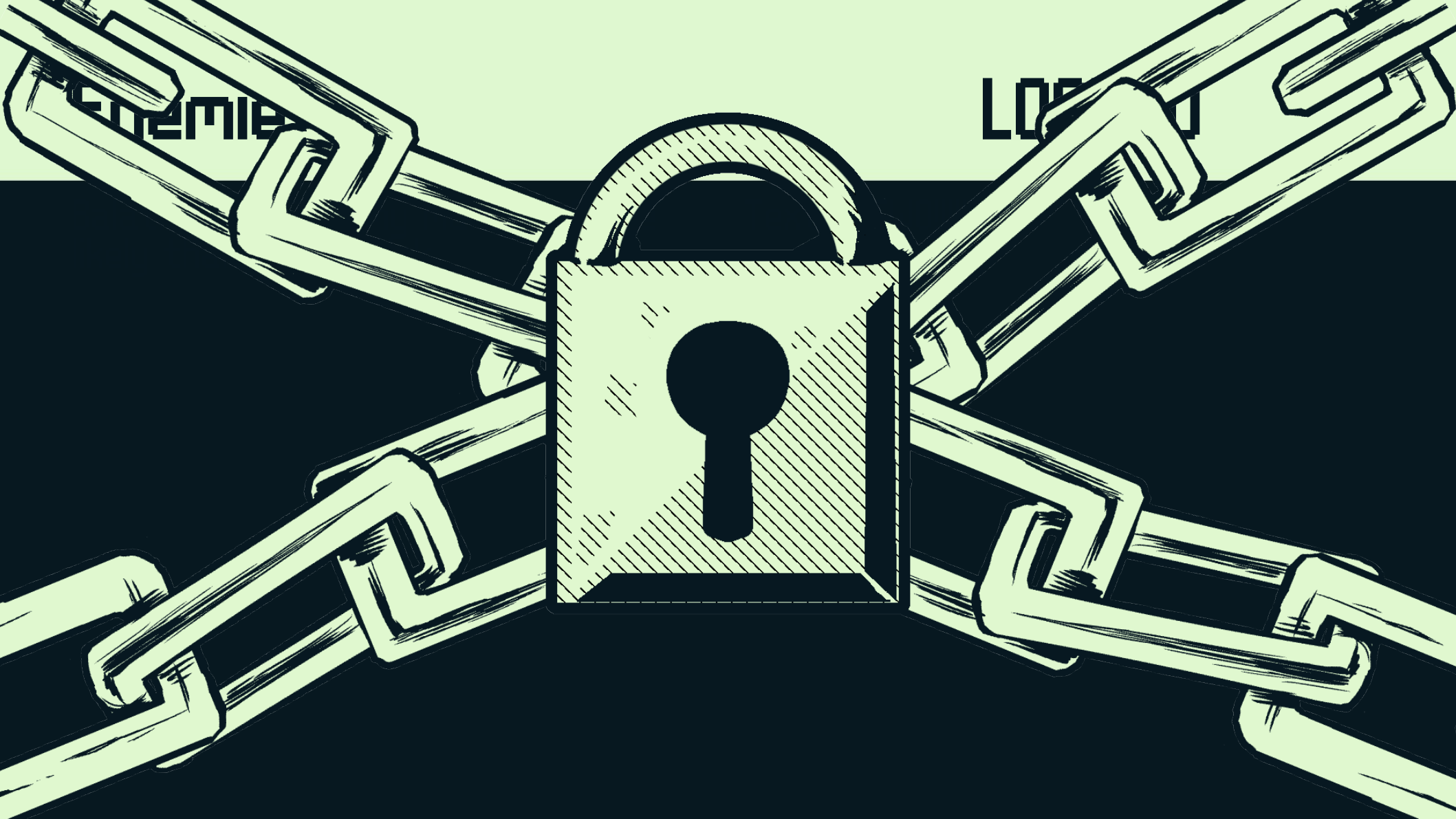


Combat

Mana:

Hitting an enemy three times will give Four one MP, at 3 MP press SELECT to use it and heal back three HP!





Bosses

The Amalgamate

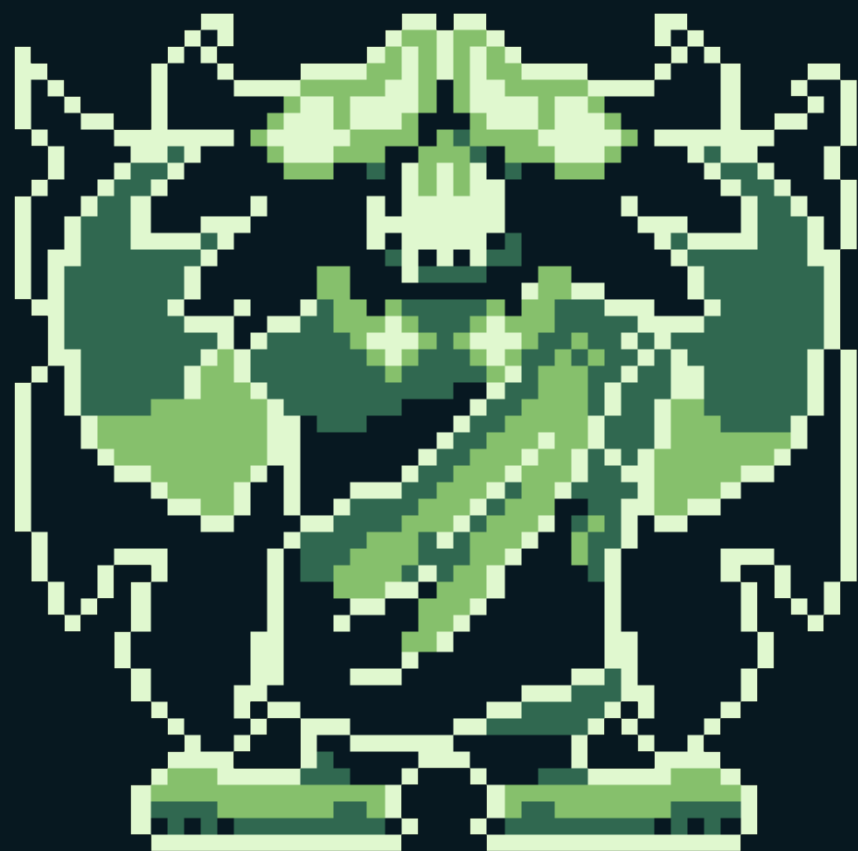


The Amalgamate

A shifting mass of flesh lashing out in pain. It seems to be struggling to maintain its form. Whatever it once was is long dead. It laid in wait for the original owner of the Courtyard key to return so it could take its revenge. It is now only fuelled by rage and hatred for whoever did this to it.

Bosses

The King



The King

Now finally seen for who he is.